

# 1주차

스프링-입문-스프링부트

## 섹션 1. 강의 소개

## 섹션 2. 프로젝트 환경 설정

hello-spring

→ main

→ resources : java를 제외한 모든 파일들

→ test

→ gitignore

### build.gradle

```
plugins { //우리가 선택한 java에 대한 플러그인
    java
    id("org.springframework.boot") version "3.4.2"
    id("io.spring.dependency-management") version "1.1.7"
}

group = "hello"
version = "0.0.1-SNAPSHOT"

java {
    toolchain {
        languageVersion = JavaLanguageVersion.of(21)
    }
}

repositories { //maveCentral에서 라이브러리를 다운받아라
    mavenCentral()
}
```

```

}

dependencies {
    implementation("org.springframework.boot:spring-boot-starter-thymeleaf")
    implementation("org.springframework.boot:spring-boot-starter-web") //처음
    testImplementation("org.springframework.boot:spring-boot-starter-test") //
    testRuntimeOnly("org.junit.platform:junit-platform-launcher")
}

tasks.withType<Test> {
    useJUnitPlatform()
}

```

## HelloSpringApplication.java 실행

```

package hello.hello_spring;

import org.springframework.boot.SpringApplication;
import org.springframework.boot.autoconfigure.SpringBootApplication;

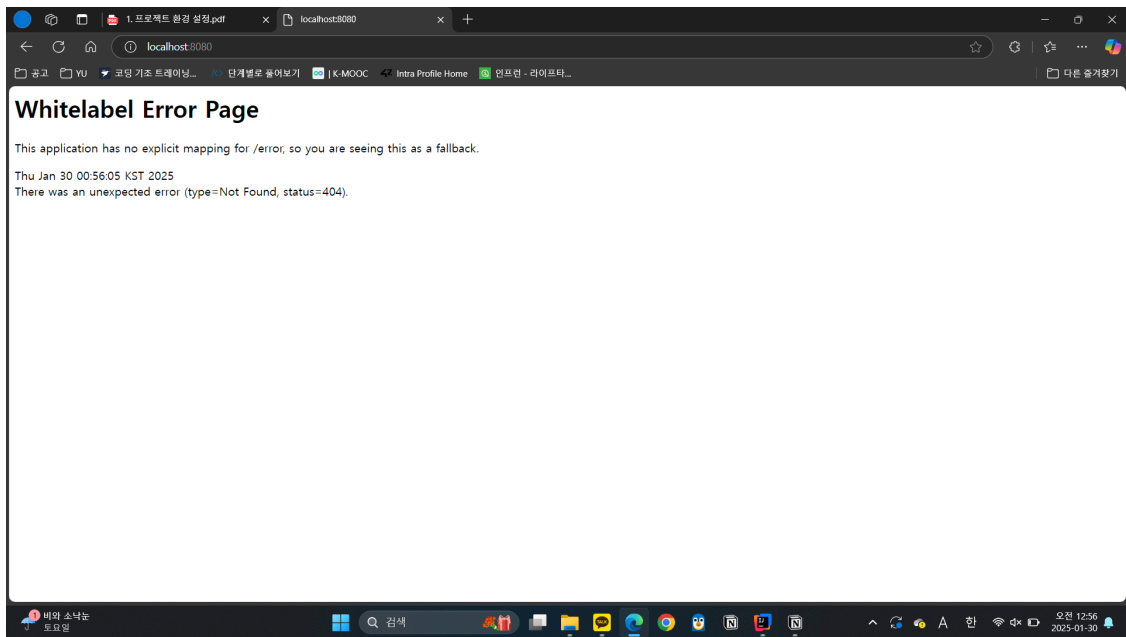
@SpringBootApplication
public class HelloSpringApplication {

    public static void main(String[] args) {
        SpringApplication.run(HelloSpringApplication.class, args);
    }

}

```

SpringBootApplication실행



## 라이브러리 살펴보기

### 핵심 라이브러리

- spring-boot-starter-web
  - tomcat
  - webmvc
- spring-boot-starter-thymeleaf
- spring-boot-starter
  - spring-boot
    - spring-core
  - spring-boot-starter-logging
    - logback, slf4j

### 테스트 라이브러리

- spring-boot-starter-test
  - junit
  - mockito

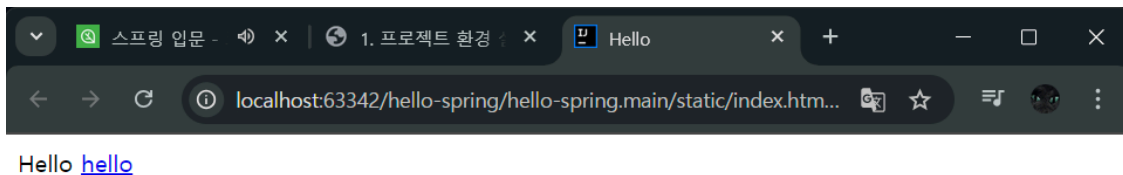
- assertj
- spring-test

## view 환경 설정

index.html ⇒ Welcome page

```
<!DOCTYPE HTML>
<html>
<head>
  <title>Hello</title>
  <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
</head>
<body>
Hello
<a href="/hello">hello</a>
</body>
</html>
```

Spring에서는 static/index.html을 올려두면 Welcome page 기능을 제공

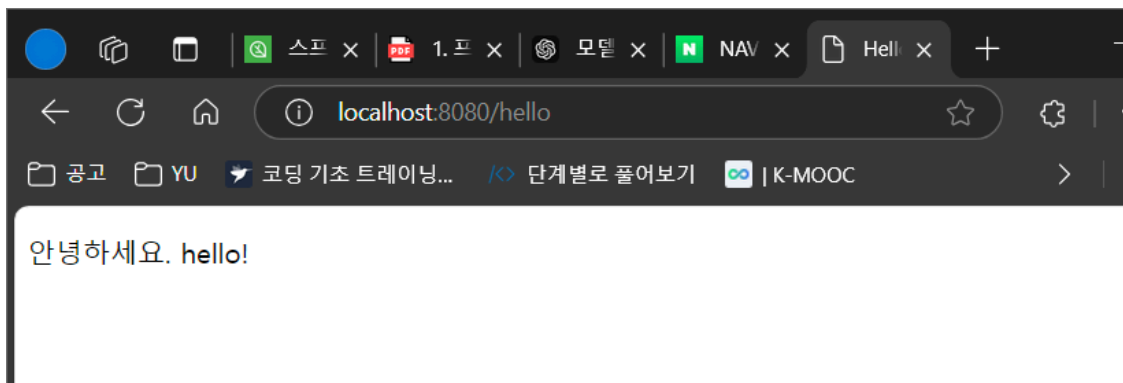


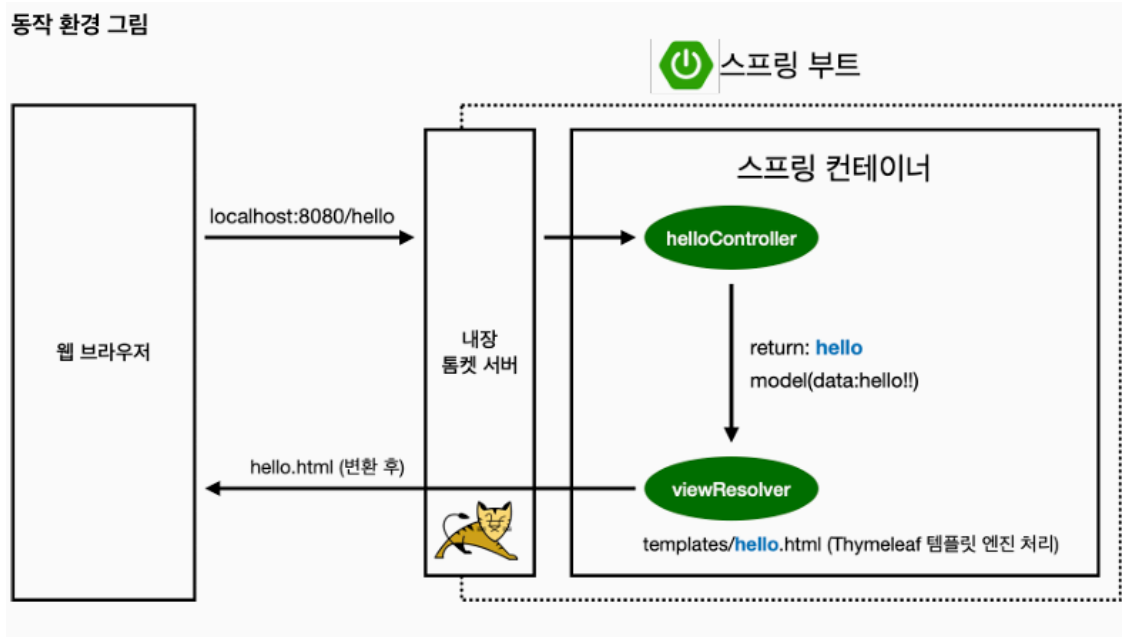
## thymeleaf 템플릿 엔진

```
@Controller
public class HelloController {
    @GetMapping("hello") / '/hello'로 들어오면 hello메서드 호출
    public String hello(Model model) {
        model.addAttribute("data", "hello!!");
        return "hello";
    }
}
```

```
}  
}
```

```
<!DOCTYPE HTML>  
<html xmlns:th="http://www.thymeleaf.org">  
<head>  
  <title>Hello</title>  
  <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />  
</head>  
<body>  
<p th:text="'안녕하세요. ' + ${data}" >안녕하세요. 손님</p> //thymeleaf → data는  
</body>  
</html>
```





helloController에서 문자를 반환하면 viewResolver가 화면을 찾아서 처리.

## 빌드하고 실행하기

```
./gradlew build
```

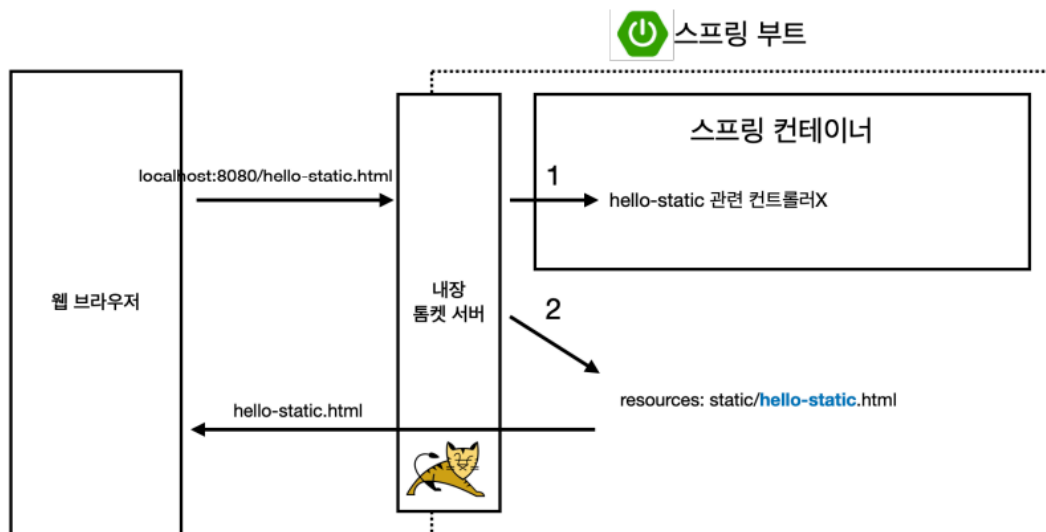
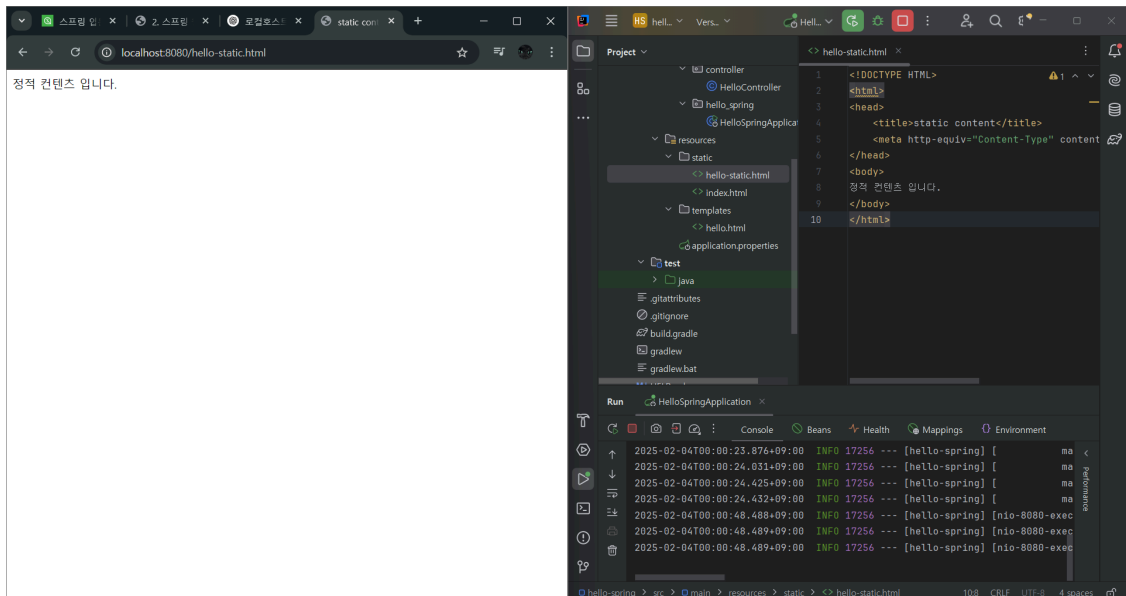
```
java -jar hello-spring-0.0.1-SNAPSHOT.jar
```



```

<meta http-equiv="Content-Type" content="text/html; charset=UTF-8"/>
</head>
<body>
정적 콘텐츠 입니다.
</body>
</html>

```



컨트롤러가 우선순위 → hello-static.html



## MVC와 템플릿 엔진

MVC ⇒ Model, View, Controller

### Controller

```
@GetMapping("hello-mvc")  
///외부에서 파라미터를 받는다.  
public String helloMvc(@RequestParam("name") String name, Model model)  
    model.addAttribute("name", name);  
    return "hello-template";  
}
```

### View

```
<html xmlns:th="http://www.thymeleaf.org">  
<body>  
<p th:text="'hello ' + ${name}">hello! empty</p>  
</body>  
</html>
```

## API

```
@GetMapping("hello-string")  
@ResponseBody //응답 body부분에 내용을 직접 넣겠다.  
public String helloString(@RequestParam(value = "name", required = false)  
    return "hello " + name; //view없이 이 문자가 그대로  
}
```

### @ResponseBody 객체 반환

```
@GetMapping("hello-api")  
@ResponseBody  
public Hello helloApi(@RequestParam("name") String name) {  
    Hello hello = new Hello();  
    hello.setName(name);  
}
```

```

    return hello;
}

static class Hello{
    private String name;

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }
}

```

기본으로 json으로 반환한다.

